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		DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI; PLUR=YES; OP=OR	
☐	L17	L16 and metadata	1
☐	L16	(partition or divide or dividing or subdivi)same group$1 same (combine or combined or combining) same weight$3 and normal$5 and tree and node$1 and parent and (child or children)	11
☐	L15	partition same group$1 same (combine or combined or combining) same weight$3 and normal$5 and tree and node$1 and parent and (child or children)	1
☐	L14	prtition same group$1 same (combine or combined) same weight$3 and normal$5 and tree and node$1 and parent and (child or children)	0
☐	L13	l11 and 382/$.ccls.	21
☐	L12	L11 and parent$1 and (child or children) and weight$3 same normal$4 same (combined or combine or combining)	2
☐	L11	(patition or partitioning or divide or dividing or division) and node$1 and tree and metadata	989
☐	L10	l8 and metadata	1
☐	L9	tree same node$1 same parent$1 same (child or children) and (dividing or divide or divided or partition or partitioning) and normal$4 same weight$3 same (combine or combined or combining)	7
☐	L8	l5 and normal$5 same weight$3 same combin$3 and node$1 and (dividing or divided or divide or patition or partitioning)	49
☐	L7	6919910.pn.	0
☐	L6	L5 and l2	1
☐	L5	(partiti$3 or divide or divided or dividing or subdivi$5) and node and parent and child and group$1 and normaliz$3 same weight$3	472
☐	L4	L3 and (partiti$3 or divide or divided or dividing or subdivi$5) and node and parent and child and group$1 and normaliz$3 same weight$3	0
☐	L3	l1 and l2	56
☐	L2	345/423.ccls.	411
☐	L1	345/419.ccls.	2061

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Terms used
partition 3D database tree hierarchy node combined normalized weight

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Relevance scale

1 Index nesting – an efficient approach to indexing in object-oriented databases

Beng Chin Ooi, Jiawei Han, Hongjun Lu, Kian Lee Tan

August 1996 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 5 Issue 3

Full text available: pdf(455.77 KB) Additional Information: full citation, abstract, index terms

In object-oriented database systems where the concept of the superclass-subclass is supported, an instance of a subclass is also an instance of its superclass. Consequently, the access scope of a query against a class in general includes the access scope of all its subclasses, unless specified otherwise. An index to support superclass-subclass relationship efficiently must provide efficient associative retrievals of objects from a single class or from several classes in a class hierarchy. This p ...

Keywords: Indexing structures, OODB, Query retrieval

2 A Computational Database System for Generatinn Unstructured Hexahedral Meshes with Billions of Elements

Tiankai Tu, David R. O'Hallaron

November 2004 **Proceedings of the 2004 ACM/IEEE conference on Supercomputing**

Full text available: pdf(222.13 KB) Additional Information: full citation, abstract

For a large class of physical simulations with relatively simple geometries, unstructured octree-based hexahedral meshes provide a good compromise between adaptivity and simplicity. However, generating unstructured hexahedral meshes with over 1 billion elements remains a challenging task. We propose a database approach to solve this problem. Instead of merely storing generated meshes into conventional databases, we have developed a new kind of software system called Computational Database System ...

3 Database theory, technology and applications (DTTA): Hierarchical binary histograms for summarizing multi-dimensional data

F. Furfaro, G. M. Mazzeo, D. Saccà, C. Sirangelo

March 2005 **Proceedings of the 2005 ACM symposium on Applied computing**

Full text available: pdf(366.99 KB) Additional Information: full citation, abstract, references, index terms

The need to compress data into synopses of summarized information often arises in many application scenarios, where the aim is to retrieve aggregate data efficiently, possibly

trading off the computational efficiency with the accuracy of the estimation. A widely used approach for summarizing multi-dimensional data is the histogram-based representation scheme, which consists in partitioning the data domain into a number of blocks (called buckets), and then storing summary information for each blo ...

Keywords: histograms, multi-dimensional data, range queries

4 Rendering: Improved compression of topology for view-dependent rendering
Christopher Zach, Markus Grabner, Konrad Karner
April 2004 **Proceedings of the 20th spring conference on Computer graphics**
Full text available: pdf(350.75 KB) Additional Information: full citation, abstract, references

We present a simple and efficient representation to store and transmit connectivity data of view dependent meshes for out-of-core rendering of large datasets. Resident mesh data available for rendering is organized as vertex tree to support real-time visualization of huge models. Our approach is not restricted to manifold meshes and can be used in the presence of non topology-preserving refinement operations as well. In contrast to progressive mesh compression our representation allows select ...

5 Exploiting 2D concepts to achieve consistency in 3D GIS applications
Gerhard Gröger, Lutz Plümer
November 2003 **Proceedings of the 11th ACM international symposium on Advances in geographic information systems**
Full text available: pdf(420.63 KB) Additional Information: full citation, abstract, references, index terms

This article provides a formal data model to cover many 3D applications in GIS. It is based on a 2D model and preserves the algorithmic and conceptual simplicity of the 2D case as much as possible. Integrity axioms guarantee the consistency of the model in a mathematically provable way. These axioms are effectively and efficiently checkable by automatic procedures. The model extends Digital Terrain Models by allowing for vertical walls and projections like balconies or ledges. The conceptual sim ...

Keywords: 3D, GIS, axioms, completeness, consistency, correctness, maps

6 On the expressive power of database queries with intermediate types
Richard Hull, Jianwen Su
March 1988 **Proceedings of the seventh ACM SIGACT-SIGMOD-SIGART symposium on Principles of database systems**
Full text available: pdf(1.29 MB) Additional Information: full citation, abstract, references, citings

The set-height of a complex object type is defined to be its level of nesting of the set construct. In a query of the complex object calculus which maps a database D to an output type T, an intermediate type is a type which is used by some variable of the query, but which is not present in D or T. For each k, i $\geqslant$ 0 we define CALCk,i

7 V-COLLIDE: accelerated collision detection for VRML
Thomas C. Hudson, Ming C. Lin, Jonathan Cohen, Stefan Gottschalk, Dinesh Manocha
February 1997 **Proceedings of the second symposium on Virtual reality modeling language**
Full text available: pdf(913.46 KB) Additional Information: full citation, references, citings, index terms

Keywords: collision detection, virtual reality modeling language (VRML)

8 Bucket-like space partitioning data structures with applications to ray-tracing
F. Cazals, C. Puech
August 1997 **Proceedings of the thirteenth annual symposium on Computational geometry**
Full text available: pdf(1.43 MB) Additional Information: full citation, references, citings, index terms

9 Construction and visualization of key term hierarchies
Joe Zhou, Troy Tanner
March 1997 **Proceedings of the fifth conference on Applied natural language processing**
Full text available: pdf(805.88 KB) Publisher Site Additional Information: full citation, abstract, references

This paper presents a prototype system for key term manipulation and visualization in a real-world commercial environment. The system consists of two components. A preprocessor generates a set of key terms from a text dataset which represents a specific topic. The generated key terms are organized in a hierarchical structure and fed into a graphic user interface (GUI). The friendly and interactive GUI toolkit allows the user to visualize the key terms in context and explore the content of the or ...

10 Session D: Virtual environments software: Using a multiple view system in a virtual environment to explore and interpret communication data sets
André Hinkenjann
November 2001 **Proceedings of the 1st international conference on Computer graphics, virtual reality and visualisation**
Full text available: pdf(923.04 KB) Additional Information: full citation, abstract, references, index terms

We present a virtual environment (VE) where point-to-point radio communication data sets can be explored and interpreted. A data set can be viewed with multiple viewing options: *spatial mode* for an overview of the spatial relationship of the transmitters, *abstract mode* to recognize patterns in communication relations and *hierarchical mode* for viewing the structural organization of the participating communicators.It is possible to switch sequentially between the three views o ...

Keywords: Multiple View System, Virtual Environments, Visualization

11 Separation-sensitive collision detection for convex objects
Jeff Erickson, Leonidas J. Guibas, Jorge Stolfi, Li Zhang
January 1999 **Proceedings of the tenth annual ACM-SIAM symposium on Discrete algorithms**
Full text available: pdf(1.30 MB) Additional Information: full citation, references, citings, index terms

12 Interactive out-of-core isosurface extraction
Yi-Jen Chiang, Cláudio T. Silva, William J. Schroeder
October 1998 **Proceedings of the conference on Visualization '98**
Full text available: pdf(1.44 MB) Publisher Site Additional Information: full citation, references, citings, index terms

Keywords: interval tree, isosurface extraction, marching cubes, out-of-core computation,

scientific visualization

13 Logics capturing local properties

Leonid Libkin

January 2001 **ACM Transactions on Computational Logic (TOCL)**, Volume 2 Issue 1

Full text available: pdf(186.32 KB) Additional Information: full citation, abstract, references, index terms

Well-known theorems of Hanf and Gaifman establishing locality of first-order definable properties have been used in many applications. These theorems were recently generalized to other logics, which led to new applications in descriptive complexity and database theory. However, a logical characterization of local properties that correspond to Hanf's and Gaifman's theorems is still lacking. Such a characterization only exists for structures of bounded valence. In this paper, we give logical ...

Keywords: counting, locality, logic

14 Object and query transformation: supporting multi-dimensional queries through code reuse

Byunggu Yu, Ratko Orlandic

November 2000 **Proceedings of the ninth international conference on Information and knowledge management**

Full text available: pdf(223.49 KB) Additional Information: full citation, references, index terms

Keywords: database systems, object transformation, point access methods, spatial access methods

15 Reports: Spatial, temporal and spatio-temporal databases - hot issues and directions for phd research

John F. Roddick, Erik Hoel, Max J. Egenhofer, Dimitris Papadias, Betty Salzberg

June 2004 **ACM SIGMOD Record**, Volume 33 Issue 2

Full text available: pdf(1.15 MB) Additional Information: full citation, abstract, references

Spatial and temporal database systems, both in theory and in practice, have developed dramatically over the past two decades to the point where usable commercial systems, underpinned by a robust theoretical foundation, are now starting to appear. While much remains to be done, topics for research must be chosen carefully to avoid embarking on impractical or unprofitable areas. This is particularly true for doctoral research where the candidate must build a tangible contribution in a relatively s ...

16 Locally lifting the curse of dimensionality for nearest neighbor search (extended abstract)

Peter N. Yianilos

February 2000 **Proceedings of the eleventh annual ACM-SIAM symposium on Discrete algorithms**

Full text available: pdf(924.06 KB) Additional Information: full citation, references, citings, index terms

17 Out of core methods: Out-of-core sort-first parallel rendering for cluster-based tiled displays

Wagner T. Corrêa, James T. Klosowski, Cláudio T. Silva
September 2002 **Proceedings of the Fourth Eurographics Workshop on Parallel Graphics and Visualization**
Full text available: pdf(463.98 KB) Additional Information: full citation, abstract, references, citings

We present a sort-first parallel system for out-of-core rendering of large models on cluster-based tiled displays. The system is able to render high-resolution images of large models at interactive frame rates using off-the-shelf PCs with small memory. Given a model, we use an out-of-core preprocessing algorithm to build an on-disk hierarchical representation for the model. At run time, each PC renders the image for a display tile, using an out-of-core rendering approach that employs multiple th ...

18 A fully-dynamic data structure for external substring search
Paolo Ferragina, Roberto Grossi
May 1995 **Proceedings of the twenty-seventh annual ACM symposium on Theory of computing**
Full text available: pdf(1.20 MB) Additional Information: full citation, references, citings, index terms

19 Eavesdropping games: a graph-theoretic approach to privacy in distributed systems
Matthew Franklin, Zvi Galil, Moti Yung
March 2000 **Journal of the ACM (JACM)**, Volume 47 Issue 2
Full text available: pdf(173.83 KB) Additional Information: full citation, abstract, references, citings, index terms

We initiate a graph-theoretic study of privacy in distributed environments with mobile eavesdroppers ("bugs"). For two privacy tasks—distributed database maintenance and message transmission—a computationally unbounded adversary "plays an eavesdrpping game," coordinating the moment of the bugs among the sites to learn the current memory contents. Many different adversaries are considered, motivated by differences in eavesdropping technologies. We characterize the fea ...

20 I/O-efficient algorithms for contour-line extraction and planar graph blocking
Pankaj K. Agarwal, Lars Arge, T. M. Murali, Kasturi R. Varadarajan, Jeffrey Scott Vitter
January 1998 **Proceedings of the ninth annual ACM-SIAM symposium on Discrete algorithms**
Full text available: pdf(1.89 MB) Additional Information: full citation, references, citings, index terms

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Search Session History

Fri, 8 Jul 2005, 1:17:00 PM EST

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#2	(partitioning 3d <in>metadata) <and> (tree hierarchy node<in&...
#3	(partitioning 3d <in>metadata) <and> (tree node<in>metadat...
#4	(partitioning 3d <in>metadata) <and> (tree node<in>metadat...
#5	(partitioning database<in>metadata) <and> (tree node<in>m...
#6	(partitioning graphic<in>metadata) <and> (tree node<in>me...
#7	((tree node and normalized same weight)<in>metadata)
#8	((tree same node and normalized same weight)<in>metadata)